

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application.

Listing of Claims:

Claims 1-46 (canceled).

Claim 47 (currently amended): A multiplayer game system, comprising:

a plurality of non-cellular transceiver modules interconnected through a communication network, the non-cellular transceiver modules ~~further~~ including a wireless transceiver used for localized gaming transactions; and

a plurality of mobile devices coupled to the plurality of non-cellular transceiver modules, wherein a first group of mobile devices is in local proximity to the wireless transceiver of a first non-cellular transceiver module and a second group of mobile devices is in local proximity to the wireless transceiver of a second non-cellular transceiver module, the first and second groups of mobile devices being outside of local proximity to each other, wherein the first and second groups of mobile devices includes:

a first transceiver coupled to a cellular network to conduct cellular communications; and

a second transceiver to bypass the cellular network and coupled to facilitate gaming activities with the proximately located wireless transceiver ~~modules;~~ and

wherein at least one of the first group of mobile devices engages in a multiplayer game with at least one of the second group of mobile devices via the interconnected non-cellular transceiver modules.

Claim 48 (previously presented): The multiplayer game system according to Claim 47, wherein the communication network includes one of a Local Area Network (LAN), a Wide Area Network (WAN), Internet, Intranet, Public Land Mobile Network (PLMN), and Public Switched Telephone Network (PSTN).

Claim 49 (previously presented): The multiplayer game system according to Claim 47, wherein the second transceiver includes a low power radio frequency transceiver.

Claim 50 (previously presented): The multiplayer game system according to Claim 49, wherein the low power radio frequency transceiver includes a Bluetooth transceiver.

Claim 51 (previously presented): The multiplayer game system according to Claim 47, wherein the wireless transceiver includes a low power radio frequency transceiver.

Claim 52 (currently amended): A mobile terminal coupled to a multiplayer game system, the multiplayer game system having first and second non-cellular transceiver stations interconnected via a communication network and wirelessly ~~proximately~~ coupled to first and second groups of mobile terminals respectively, the first and second groups of mobile terminals being outside proximity range of one another, ~~wherein the first and second transceiver stations are interconnected via a communication network~~, the mobile terminal comprising:

- a first transceiver coupled to a cellular network to conduct cellular communications; and

- a second transceiver to bypass the cellular network and coupled to facilitate gaming activity with the first non-cellular transceiver station, the mobile terminal engaging in a multiplayer game with ones of the first and second groups of mobile terminals through the interconnected first and second non-cellular transceiver stations, ~~wherein the second transceiver facilitates local gaming activity with ones of the first group of mobile terminals and the first transceiver station facilitates gaming activity between the mobile terminal and the second group of mobile terminals.~~

Claim 53 (previously presented): The mobile terminal of Claim 52, wherein the second transceiver includes a low power radio frequency transceiver.

Claim 54 (previously presented): The mobile terminal of Claim 53, wherein the low power radio frequency transceiver includes a Bluetooth transceiver.

Claim 55 (previously presented): The mobile terminal of Claim 52, further comprising a display coupled to provide gaming activity information relating to the ones of the first and second groups of mobile terminals.

Claim 56 (currently amended): A method of facilitating gaming activity between spatially separate groups of mobile terminals, the method comprising:

establishing a first ~~wireless~~ non-cellular connection between a first group of mobile terminals and a first transceiver station via a ~~first~~ non-cellular transceiver located within each mobile terminal of the first group of mobile terminals;

establishing a second ~~wireless~~ non-cellular connection between a second group of mobile terminals and a second transceiver station via a ~~first~~ non-cellular transceiver located within each mobile terminal of the second group of mobile terminals; ~~and~~

facilitating communication between the first and second transceiver stations via a non-cellular communication network to establish the gaming activity between at least one of the mobile terminals of the first group of mobile terminals and at least one of the mobile terminals of the second group of mobile terminals[[,]]; and

wherein a ~~second~~ cellular transceiver of each mobile terminal facilitates communication via a cellular network and the ~~first~~ non-cellular transceiver of each mobile terminal bypasses the cellular network to facilitate the gaming activity between its associated transceiver station and ~~the~~ at least one of the mobile terminals of the first and second groups of mobile terminals.

Claim 57 (currently amended): The method according to Claim 56, wherein establishing the first and second ~~wireless~~ non-cellular connections includes using a low power radio frequency connection.

Claim 58 (previously presented): The method according to Claim 57, wherein using the low power radio frequency connection includes using a Bluetooth connection.

Claim 59 (previously presented): The method according to Claim 56, further comprising providing gaming information to the ones of the first and second groups of mobile terminals, wherein the gaming information includes a list of mobile terminals participating in the gaming activity and first and second group identification.

Claim 60 (previously presented): The method according to Claim 56, further comprising receiving a call via the cellular network at one or more of the mobile terminals, wherein the gaming activity is interrupted for the one or more mobile terminals without interrupting the gaming activity for other ones of the mobile terminals in their respective groups.

Claim 61 (new): A multiplayer game system, comprising:

- a plurality of low power radio frequency (LPRF) transceiver modules interconnected through a communication network, each LPRF transceiver module including a respective LPRF transceiver used for localized gaming transactions;

- a plurality of mobile devices coupled to the plurality of LPRF transceiver modules, wherein a first group of mobile devices is in local proximity to the LPRF transceiver of a first of the LPRF transceiver modules and a second group of mobile devices is in local proximity to the LPRF transceiver of a second of the LPRF transceiver modules, the first and second groups of mobile devices being outside of a proximity range of each other, wherein the mobile devices of the first and second groups of mobile devices include:

- a first transceiver coupled to a cellular network to conduct cellular communications; and

- a second transceiver to bypass the cellular network and coupled to facilitate gaming activities with the proximately located LPRF transceiver; and

- wherein at least one of the first group of mobile devices engages in a multiplayer game with at least one of the second group of mobile devices via the interconnected LPRF transceiver modules.